BookML: a bookdown flavoured GitBook port for LATEXML

Vincenzo Mantova

19 August 2021

Abstract

This package is mainly a port of the GitBook style of bookdown for LATEXML, but it also offer a few extra features and bugfixes for LATEXML that can be used with or without the GitBook style:

- transparent generation of SVG pictures via LaTeX for packages not well supported by LaTeXML, such as TikZ pictures, animations, Xy-matrices;
- a simple method to add alternative text for images;
- partial support for arbitrary HTML content;
- backport of some minor styling fixes from LATEXML 0.8.6 such as mobile friendliness as well as the occasional bookdown bugfixes;
- direct embedding of MathJax, with the option of choosing between versions 2 and 3 or disabling it.

1 Getting started

- 1. Install the prerequisites:
 - Required: a working LaTeXML installation, at least version 0.8.5.
 - Optional (necessary for generating the images via LATEX): a working TeX install containing dvisvgm and latexmk.
- 2. Unpack the latest BookML release next to your .tex files. Your folder should look something like the following:

```
bookml
bookml.sty
bookml.sty.ltxml
LaTeXML-html5.xsl
my_latex_file.tex
```

3. Anywhere between \documentclass and \begin{document}, add

```
\usepackage{bookml}
```

4. Compile your file to HTML:

```
latexmlc --navigationtoc=context \
   --dest=my_latex_file/index.html \
   my_latex_file.tex
```

Add --splitat=section (or chapter, part...) to split the content on multiple pages. See the LATEXML manual for all the options.

2 Options

The bookml package accepts a few options (use for instance use \usepackage[nogitbook,nomathjax]{bookml} to disable the GitBook style and to avoid including MathJax). The options have no effect on the PDF output except for setting the truth value of \ifbmlGitBook.

You can also pass these options at compilation time using the --preload option of latexml and latexmlc:

```
latexmlc --preload=[nogitbook,nomathjax]bookml \
   --dest=my_latex_file/index.html \
   my_latex_file.xml
```

nogitbook Disable the GitBook style and restore the typical LaTeXML output, with just a few tweaks.

nomathjax Do not include MathJax in the output.

mathjax=2 Use MathJax version 2 instead of version 3.

imagescale=X.XXX Rescale the images generated via IATEX (§ 3.4) by the desired factor. The scaling factor is adjusted internally based on the options 8pt, 9pt, ..., 12pt being passed to the document class.

3 Commands

3.1 Conditional execution

Call \iflatexml ... \else ... \fi to write code that is executed only by LATEXML, or only (pdf)LATEX respectively (this functionality is also offered by the latexml package).

Use \ifbmlGitBook ... \else ... \fi to detect if the document is being compiled with the nogitbook option (see Figure 1).

```
\verb|\iflatexml| if bmlGitBook|
```

```
This document has been compiled with the GitBook theme, but you can also see the \href{index.nogitbook.html}{plain version} compiled with the option \ltxinline|nogitbook|. \else
This document has been compiled with the option \ltxinline|nogitbook|, but you can also see the \href{.}{GitBook version}. \fi\fi
```

Figure 1: Example of $\iftimes 1$ and $\iftimes 1$ Figure 3: Example of $\iftimes 1$ Figure 3.

3.2 Alternative text for images

Call \bmlDescription{textual description} right after an image to populate its alt attribute (or aria-label if appropriate). Inspect the HTML source of Figure 2 or use a screen reader to check its text description.

3.3 Add custom CSS classes

Call \bmlPlusClass{class} right after some piece of content to add a CSS class. If done within text, its effect may be unpredictable. Its main use is to call \bmlPlusClass{bml_no_invert} after an image to prevent the picture from getting inverted in night mode. Compare how Figure 2 (with bml_no_invert) and Figure 3 (no additional classes) change in night mode to see the difference.

Note that the package latexml also offers \lambdaxAddClass and \lambdaxWithClass for the same effect but different behaviour regarding which element gets the class.

3.4 Generate pictures with LATEX

LaTeXML supports the picture environment as well as *some* TikZ pictures, but not all which will come out mangled, and some common packages are not supported altogether (for instance xypic, tikzcd, animate).

BookML offers a simple automated way of generating SVG images using LaTeXML entirely. In your preamble, after \usepackage{bookml}, write

```
\bmlImageEnvironment{tikzpicture}
\bmlImageEnvironment{animateinline}

% optional, but strongly recommended:
% do not load tikz when running in LaTeXML
\iflatexml\else
\usepackage{tikz}
\usepackage{animate}
\fi
```

Now every tikzpicture and animate environment will be compiled with LATEX (using latexmk) and converted to SVG images (using dvisvgm). Figure 2 demonstrates this approach.

If you only need this mechanism in a pinch, you can simply wrap the desired content between \begin{bmlimage} and \end{bmlimage} as exemplified in Figure 3.

3.5 Direct HTML input

You can insert arbitrary HTML code using \bmlRawHTML{html code}.

Warning: the HTML code needs to be written in 'XML syntax', so you have to close all the tags (for instance, write
br/> instead of
br>, close the tags, and so on) and empty attributes must be given the value "" (see this old W3C guide for some indications). Moreover, you must remember to escape your %&_^\${}, and replace \ with \textbackslash.

bmlRawHTML is robust, i.e. it does not change the category codes, so it can be used inside **newcommand** to create custom macros. See for instance Figure 4 for a generic YouTube embedding macro. Note that the video will not be visible in the PDF, so a link should always be provided (possibly PDF only, as in the example).

```
begin{animateinline}[
  alttext=none,loop,controls,poster=20,autopause,
  begin={\begin{tikzpicture}
    \useasboundingbox (0,0) rectangle (4,3);},
    end={\end{tikzpicture}}]{30}
  \multiframe{160}{dShift=40mm+-0.5mm}
    {\duck[tophat,xshift=\dShift]}

end{animateinline}

bmlDescription{A stylised rubber duck, yellow
  and wearing a black top hat, enters from the right
  and slides until it exits from the left. The animation
  repeats every six seconds.}

bmlPlusClass{bml_no_invert} % preserve colours in night mode
```

Figure 2: A fancy duck. Click on the image to start the animation (for the PDF, it requires a compatible software such as Acrobat Reader).

```
\begin{bmlimage}
  \[ \xymatrix{
     U \ar@/_/[ddr]_y \ar@/^/[drr]^x \ar@{.>}[dr]|-{(x,y)} \\
     & X \times_Z Y \ar[d]^q \ar[r]_p & X \ar[d]_f \\
     & Y \ar[r]^g & Z} \]
\end{bmlimage}
```

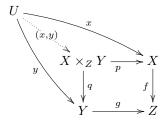


Figure 3: Example of \xymatrix from the xypic documentation.

```
\newcommand{\youtube}[2]{\bmlRawHTML{
 <div style="max-width: 1920px; width: 100\\">
   <div style="position: relative;</pre>
       padding-bottom: 56.25\%; height: 0; overflow: hidden;">
     <iframe width="1920" height="1080"</pre>
       src="https://www.youtube-nocookie.com/embed/#1"
       title="YouTube: #2"
       frameborder="0" allowfullscreen=""
       style="border:none; position: absolute; top: 0; left: 0;
         right: 0; bottom: 0; height: 100\%; max-width: 100\%;"
       allow="accelerometer; autoplay; clipboard-write;
         encrypted-media; gyroscope; picture-in-picture"/>
    </div>
 </div>}
\iflatexml\else
\begin{center}
 \end{center}
\fi}
\youtube {mHOoCDa74tE}
 {Group theory, abstraction, and the 196,883-dimensional monster}
       Watch Group theory, abstraction, and the 196,883-dimensional monster.
```

Figure 4: Demonstration of \bmlRawHTML within \newcommand with a video from 3Blue1Brown.

3.6 Wrapping LATEX in HTML tags (experimental)

The command \bmlHTMLEnvironment{tag} defines an environment \begin{h:tag} ... \end{h:tag} which wraps the content between <tag> ... </tag>. One can also add attributes as optional arguments \begin{h:tag}[attr1=val1,attr2=val2].

This approach is very fragile because LATEXML cannot cope well with unknown tags, and the implementation may change in the future. For now, this is best used for tags which behave like blocks and can contain paragraphs. See Figure 5 for an example.

Code for <details>.

Completing the quine is left as an exercise for the reader.

Figure 5: Implementation of the <details> tag.